Arbitrage :

During the fight :

• The referee will ask any robot that appears unable to move to prove its ability to move (« peut tu bouger », « le robot peut-il se déplacer », “show motion” , “show movement”), meaning its ability to move other than by turning in circles around a fixed point. Following this request, the referee will begin a 10-second countdown (10, 9, 8...1). The countdown will be interrupted if the robot satisfies the request. If the countdown reaches zero, the robot loses the fight by KO. If the opposing robot touches the robot that is being counted down, the countdown will restart from the beginning. In the specific case of a multi-bot, each sub-assembly can be declared KO independently and is no longer allowed to participate in the rest of the fight, but it is only when all sub-assemblies of a multi-bot are declared KO that the multi-bot loses the fight by KO.

• Exceptional case: Double KO. If two robots are unable to move other than by turning in circles around a fixed point (for example, after a violent collision), simultaneously or almost simultaneously, the referee will ask the two robots to prove their ability to move, then announces “double KO” and begin a single countdown. If, at the end of the countdown, neither robot has demonstrated sufficient ability to move, the fight is stopped and the judges will decide the winner. If only one of the two robots is able to move at the end of the countdown, it wins the fight. If both robots are able to move before the end of the countdown, the count is stopped.

• Any competitor may forfeit at any time. They must explicitly state this (“abandon” , « forfait », or “tap out” in English). It is recommended that they tap on the arena glass three times to ensure that the competitor and referee understand the announcement. In the event of a forfeit, the opponent must immediately cease all contact with the forfeiting robot.

• Blocking the opposing robot (pining): If a robot blocks its opponent, for example against the edge of the arena, or prevents it from turning around, the referee must announce it (« blocage » , “pin”) and then start a 10-second count (1, 2, 3... 10). If the blocking robot moves away from the blocked robot and does not return to contact within 2 seconds, the count stops. If the count reaches its end, the referee will ask the blocking robot to move away (« éloigne toi », “release”). The blocking robot will then be required to stop blocking for at least 2 seconds.

• Moving the opposing robot by lifting or grabbing: If a robot moves its opponent, either by sliding underneath it or by grabbing it, the referee must announce this (« saisie », “grab”) and then start a 20-second count (1, 2, 3... 20). If the transporting robot releases and moves away from the blocked robot and does not return to contact within 2 seconds, the count stops. If the count reaches its end, the referee will ask the transporting robot to release and move away (« relâche et éloigne-toi », “release and move away”). The transporting robot will then be required to release and move away for at least 2 seconds.

• Alternating between pining and grabbing situations: if a robot alternates successively, and in any order, between pining and grabbing situations, a count that has started will end at 20.

• The referee and judges may pause the fight if the situation is difficult to referee (for example, a potential double knockout in a fight involving one or more multibots can quickly become hard to manage), or if a judge disagrees with a refereeing decision or lack thereof. Referees or judges will say the word “pause,” and competitors must stop all movement.

• Pause to separate two robots that are stuck together: Sometimes two robots can get stuck together and be unable to separate. If the situation seems hopeless, the referee may pause the match (“pause”). They will then hand over to the arena Marshall, who will apply the procedure for separating the robots. If separation is possible and there are at least 15 seconds left in the match, the match may resume. If separation is impossible or there are less than 15 seconds left in the match, the match is over and the judges will determine the winner.

Judgement :

If a fight is over without a clear winner, the judges will decide the winner.

Below are the main judging criteria, along with brief descriptions (which will need to be clarified in the future):

- Damage (difference between the condition of the robot before and after the fight)

- Aggressivity (mainly fighting attitude, frequency of attacks)

- Control (ability to control the opponent and the fight)

Note: Makerfight has now adopted a new tournament format, which requires all robots to be differentiated from each other during the qualifying rounds (unlike the previous format, where it was only necessary to differentiate between robots belonging to the same pool). As a result, additional judging criteria may be added. The weighting of existing and future criteria is also currently being evaluated.